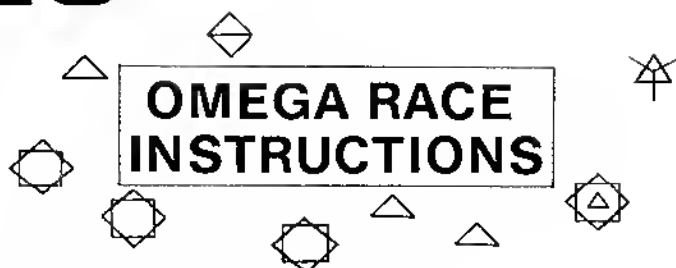


# VIC-20



## LOADING THE CARTRIDGE AND STARTING THE GAME






1. Turn your VIC-20 OFF before inserting or unplugging the cartridge.
2. Insert the cartridge (label side UP) into the wide Expansion Port on the back of the Computer.
3. Turn the VIC-20 ON. After a second or two, the opening title should appear on your screen. (If the title doesn't appear, turn your VIC off, then back on).
4. You can play Omega Race with either JOYSTICK or GAME PADDLES. START the game by pressing the FIRE BUTTON on the game control you are using. (You can also start the game by pressing the f1 key for joystick or the f3 key for game paddles).

## SCORING AND STRATEGY

In a distant galaxy, a race of fierce warriors known as the Omegans have preserved their independence and won the respect of their enemies by developing their fighting skills to a deadly precision.

To train their warriors, the Omegans stage a unique and challenging test known as the "Omega Race." Over the Omegan city of Komar, android-piloted fighters relentlessly pursue the best of the Omegan warriors, laying explosive space mines in their path.

To join the the "Omega Race," you have to evade and destroy three types of enemy ships and two types of mines... before they destroy you! Points are awarded for each enemy ship and mine destroyed, as shown:

PHOTON MINE		350 POINTS
VAPOR MINE		500 POINTS
DROID SHIP		1000 POINTS
COMMAND SHIP		1500 POINTS
DEATH SHIP		2500 POINTS

... plus 5000 bonus points for each droid force completed!

## MANEUVERING YOUR COMMAND SHIP

**Using Joystick:** Pushing the joystick forward activates the ship's rocket thrust. Steering is easy... move the stick right to rotate the ship clockwise, and move it left to rotate the ship counter-clockwise. The button on the joystick fires your laser cannon in short bursts.

**Using Game Paddles:** If you're using a game paddle, tapping the fire button fires a laser blast... and HOLDING DOWN THE FIRE BUTTON activates the ship's rocket thrust. Rotating the paddle rotates the ship.

## HELPFUL HINTS

When you start out, the droid ships have a limited firing range. Their first few blasts won't reach to the end of the screen so you can "float" out of range and fire at them from a safe distance. Another strategy is to "float" up and down or back and forth so you can fire without worrying about navigating. Your ship "bounces" harmlessly off the force field boundaries created by the Omegans as part of the race course. The "command ships" are very deadly and will shoot directly at you, forcing you to evade their fire... and will change into wildly-spinning "death ships".

## ADJUSTING YOUR TELEVISION SCREEN

**Screen Position:** If necessary, you can adjust the positioning of the game on your television screen by moving the up/down and left/right *cursor* keys (the ones with the arrows) at the near right corner of the keyboard. These keys help you center the picture on your television screen to account for variations between different types of sets.

**Screen Flutter:** If the picture on the screen *flutters*, this may be due to the type of television set you are using. Hold down the SHIFT key and press the f7/f8 key to stop this flutter. Typing this key combination turns the flutter on and off.

## YOU CAN CHOOSE YOUR OWN GAME COLORS!

You can play Omega Race in any colors you like. Simply press the f5 and f7 keys when the game FIRST APPEARS or BETWEEN GAMES. The f5 key changes the color of the screen (background) and the f7 key changes the color of the ships and mines. There are 8 different color choices. Try a white screen and black ships for a reverse (negative) image game, or blue ships on a yellow background.

## PLAY WITH 3 OR 5 COMMAND SHIPS

You can also play with 5 command ships instead of 3. To get 5 command ships when using a JOYSTICK, hold down the SHIFT key and press the f1/f2 key. To get 5 command ships with a GAME PADDLE, hold down the SHIFT key and press the f3/f4 key.

## SUMMARY OF KEYBOARD COMMANDS

Key	Function
Cursor left-right	Moves the entire screen right
Cursor up-down	Moves the entire screen down
F1	Games start — joystick, 3 ships
F2 (shift F1)	Game start — joystick, 5 ships
F3	Game start — paddle, 3 ships
F4 (shift F3)	Game start — paddle, 5 ships
F5	Change screen color (8 choices)
F7	Change character color (8 choices)
F8 (shift key)	Sets interlace mode (to stop flutter on some TVs)

